

Measure the range from the flyer's base to the target, but do not add 12" to the range this time (the flyer's attack doesn't have to work against gravity). Then make the attack using the normal shooting rules. After the flyer has made its attack, it flies in a straight line off the table.

**Additional Attack Runs:** The flyer can make further attack runs. Roll a D6 at the start of the next friendly player turn, and on the roll of a 2+ position the flyer on the table edge in the same manner as when it first appeared. On a roll of 1 the flyer doesn't return this turn, but you may roll again for it in your own next turn.

## NEW WEAPONS & RULES

Many of the flyer models I've seen are armed with rockets or bombs that are carried under the wings. How these work in game terms is described below. These weapons may only be fitted to flyers.

**Bombs:** Bombs have the same effect as mortars (G48", S4, AP6, heavy 1 blast, may pin). If a flyer releases several bombs at the same time, count each as a separate mortar in a 'battery'. Each bomb carried may be used once per battle. They cost 5 points each.

**Big Bombs:** These work in the same manner as a normal bomb, but it have the same effect as a Griffon Mortar (G12-48", S6, AP4, Ordnance 1 blast). They cost 20 points each.

**Rockets:** Rockets have the same effect as Hunter-killer missiles

(unlimited range, S8, AP3, heavy 1). Each rocket may be used once per battle, costing 10 points each.

**Smart Bombs:** A bomb or big bomb can be upgraded to a smart bomb for +50% cost. A Smart Bomb works in the same way as a normal bomb, except you may reroll the scatter dice if you doesn't like the first result (you must accept the second roll though!).

**Anti-Aircraft Mounts:** An anti-aircraft mount, as its name implies, is a mount that allows a weapon to be fired at flyers more easily than would normally be the case. Any weapon may be fitted in an anti-aircraft mount at +50% to its normal cost. An anti-aircraft mount allows the weapon to shoot at flyers using its normal BS, rather than only hitting on a 6. It also allows ordnance and barrage weapons to fire at fliers (you score a hit if the flyer is over the marker, but can't hit ground targets as well).

Weapons fitted in anti-aircraft mounts may not fire at all if the vehicle moved, and preclude the use of any other weapons on the vehicle in the turn that they fired, unless they are fitted to a war machine.

## FLYER WEAPONS CHART

WEAPONS	Range	Str	AP	Type	Points cost
Bomb	G48"	4	6	Heavy 1 Blast	5 pts
Big Bomb	G12"	6	4	Ordnance	20 pts
Rocket	Unlimited	8	3	Heavy 1	10 pts
Smart Bomb	-	-	-	-	+50% cost

**Orbital Landers:** If a flyer is given the Orbital Lander upgrade then it will fly down from orbit to land on the battlefield, a bit like the space shuttle. When the flyer arrives it makes an attack run just like any other flyer. However, rather than firing its weapons it is allowed to land on the table. If it chooses to land it may not shoot.

While landed a flyer can't move but may shoot like a normal vehicle. It may not use bombs or rockets while landed! Assuming it has a transport capacity, then any passengers may disembark, and new passengers may embark into the flyer using the normal rules. If the flyer is fired upon while landed then the enemy roll to hit normally; they don't have to roll a 6 to hit a landed flyer.

A landed flyer may take off again in any enemy turn, after the enemy has had their Shooting phase. A landed flyer then takes off immediately and leaves the table in the same manner as if it were completing an attack run (i.e., it flies off the table in a straight line).

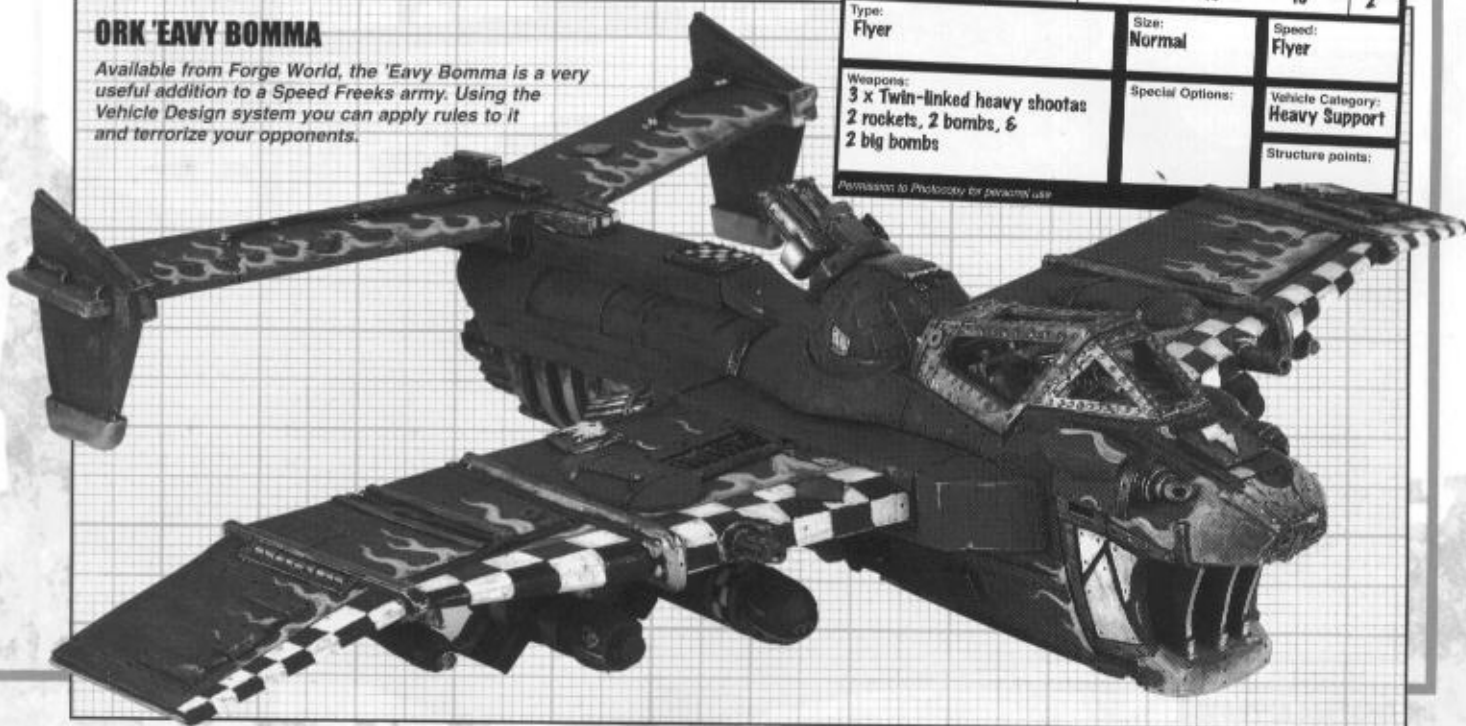
## VEHICLE DATAFAX

Name	Points/Model	Front Armor	Side Armor	Rear Armor	BS
<b>Eavy-Bomma</b>	<b>184</b>	<b>10</b>	<b>10</b>	<b>10</b>	<b>2</b>
Type: <b>Flyer</b>	Size: <b>Normal</b>		Speed: <b>Flyer</b>		
Weapons: <b>3 x Twin-linked heavy shootas 2 rockets, 2 bombs, &amp; 2 big bombs</b>		Special Options:		Vehicle Category: <b>Heavy Support</b>	
				Structure points:	

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## ORK 'EAVY BOMMA

Available from Forge World, the 'Eavy Bomma is a very useful addition to a Speed Freeks army. Using the Vehicle Design system you can apply rules to it and terrorize your opponents.



## VEHICLE DATAFAX

Name	Points/Model	Front Armor	Side Armor	Rear Armor	BS
Type:	Size:		Speed:		
Weapons:	Special Options:		Vehicle Category:		
			Structure points:		

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## CLOSE COMBAT VEHICLE DATAFAX

Name	Points/Model	WS	BS	S	Armor:				I	A
					Front	Side	Rear			
Type:	Size:		Speed:							
Weapons:	Special Options:		Vehicle Category:							
			Structure points:							

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### GRAV-ATTACK TANK

A little misty-eyed look back at the old days -- before all the plastic vehicle kits came out, when all you had was Zoids, World War II tank kits and a lot of imagination.

Does anyone remember this old gem? The original Grav-Attack Tank as seen in WD95, built from a deodorant bottle by Rick Priestley himself!



Using Jervis' new vehicle design system even this old model can be used in the latest version of Warhammer 40,000.

### VEHICLE DATAFAX

Name	Points/Model	Front Armor	Side Armor	Rear Armor	BS
Grav-Attack Tank	135	12	11	11	3
Type: Tank	Size: Normal		Speed: Normal		
Weapons: 1 Lascannon, 1 Missile Launcher	Special Options: Skimmer		Vehicle Category: Heavy Support		
			Structure points:		

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box and say something along the lines of "this box represents this vehicle what I came up with last night." So, the most important rule of all is that a vehicle a player has designed himself must be represented by a painted, WYSIWYG model ('wysiwyg' = what you see is what you get), or it cannot be used at all!

'WYSIWYG' means that the model must be of the right type and size, and have the correct number of weapons on it. Weapons that are of a new design or appearance (i.e., are not GW weapon models) can 'count as' another type, but you must tell your opponent about this at the start of the battle, and you must be consistent about it. For example, if you say, "this gun counts as a lascannon", then another weapon that is identical must also count as a lascannon. Basically, if you think to yourself, "Will this confuse another player?" and the answer is "Yes", then you shouldn't do it!

One last point – in normal games of Warhammer 40,000 it's quite common to use 'stand-in' models to try out a new troop type and see if you want to include them in an army. This is perfectly acceptable for units that are included in a Codex, but not for a 'do it yourself' vehicle. These rules are designed to allow you to use a model you have in a game, not to provide you with a way of designing a new 'uber-machine' for your army. If you want to test something out, you have to build it!

## VEHICLE DESIGN STEPS

Basically, there are eight steps you need to follow in order to add a new vehicle to a game of Warhammer 40,000, which are listed below. The rest of the article takes each of these steps and describes them in detail, and explains what you need to do. You should follow each step in turn, going back to adjust previous entries if the need arises. Record the details on the Vehicle Design Datafax sheet that we've included with the article. Please note that you will need the completed vehicle model before you can start working out the rules for it, as in some of the steps you'll need to look at the model to work out the rule that applies. The eight steps are:

1. Pick Type
2. Pick Size
3. Pick Armor
4. Work Out Speed
5. Pick Weapons
6. Work out characteristics
7. Pick Special Options
8. Work Out Points Value

### 1. PICK TYPE

The first step in working out the rules for your new vehicle model is to pick what type of vehicle it is. A summary of the

different types of vehicle is printed right. All you need to do is assign the vehicle to the appropriate category!

All vehicles in Warhammer 40,000 have a type; for example, a Land Raider is a tank, a Dreadnought is a walker, and so on. Each of these categories is described in the Warhammer 40,000 rulebook, and you should refer to that for a fuller description of them. In addition I've added in two new categories you can use: flyers and immobile.

**Flyers:** A flyer is basically an aircraft – i.e., something that can fly along very fast in pretty much a straight line – as opposed to a skimmer which is more like a modern day helicopter. The rules for fliers are included in a special section at the very end of the vehicle design rules to avoid cluttering up the core rules with special exceptions that will only apply to a very few models.

**Immobile:** Immobile vehicles are, as their name implies, a vehicle that can't move, like for example, an anti-aircraft battery, or a defense laser site. They can have turrets and have a crew to operate them, but unlike other vehicles they can't move from their starting location.

## DARK ELDER FLYING GUN - RAMPAGE

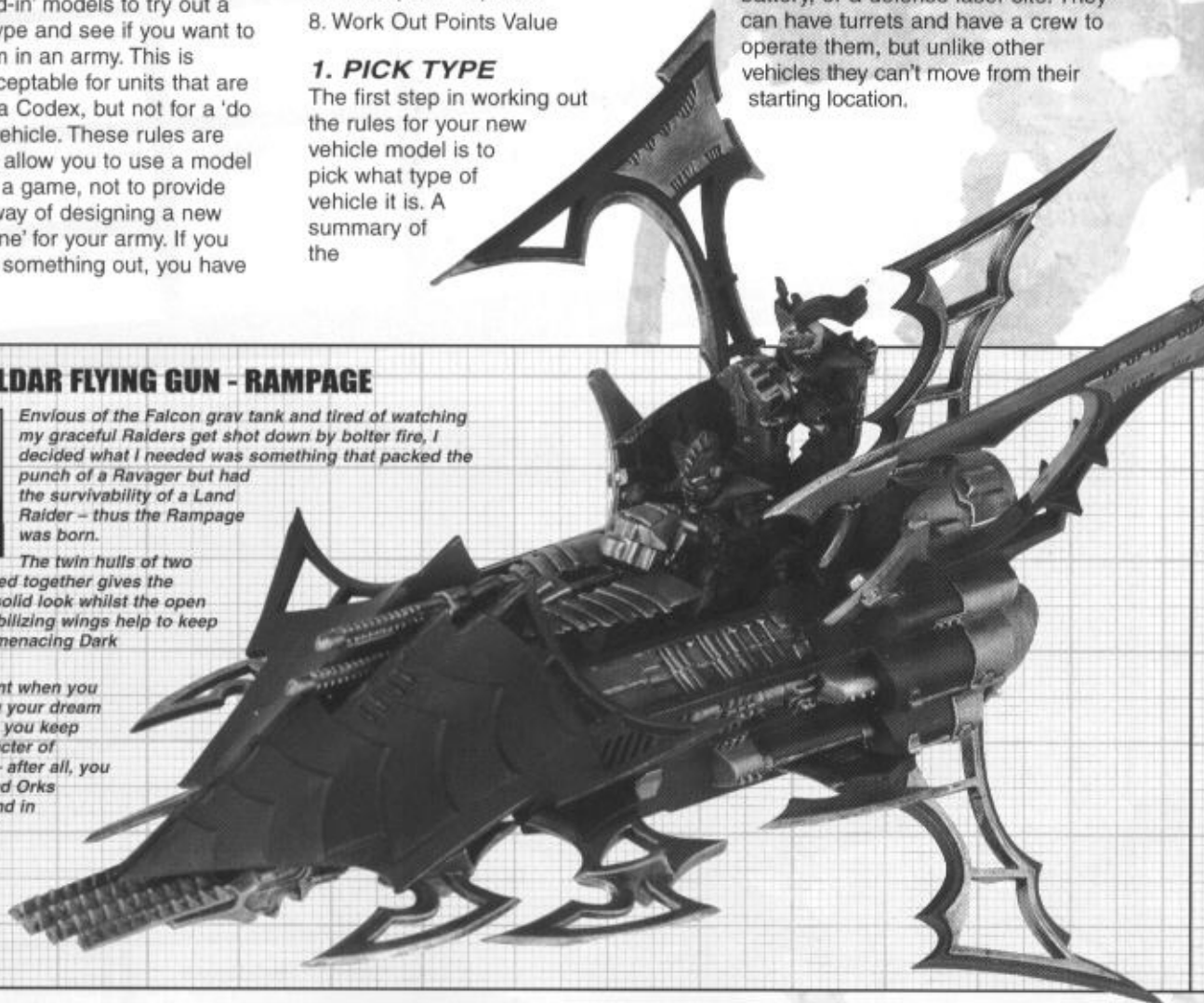


Nick Davis

Envious of the Falcon grav tank and tired of watching my graceful Raiders get shot down by bolter fire, I decided what I needed was something that packed the punch of a Ravager but had the survivability of a Land Raider – thus the Rampage was born.

The twin hulls of two Raiders glued together gives the vehicle its solid look whilst the open top and stabilizing wings help to keep that sleek, menacing Dark Eldar feel.

It's important when you are building your dream vehicle that you keep in the character of your army – after all, you wouldn't find Orks riding around in organically shaped skimmers!





## VEHICLE TYPE SUMMARY

- Walker
- Tank
- Vehicle
- Flyer

## 2. PICK SIZE

The next step in designing the rules for your new vehicle is to assign it a size. A vehicle's size has a number of effects on the rest of the rules that follow, like for example, determining how many weapons it can carry.

Vehicles must be allocated one of the following sizes:

- Small (i.e., buggies, Land Speeders, Vypers, etc.)
- Normal (i.e., Rhinos, Leman Russ, Land Raiders, etc.)
- War Machines

**War Machines:** Anything larger than 'normal' sized is a special type of vehicle known as a War Machine (i.e. Baneblade sized and up). A number of special rules apply to war machines. Rather than clutter up the main vehicle design rules with lots of 'ifs and buts' about war machines, I've included all of the special rules that apply to them in a separate section later on.

## TOTAL ARMOR CHART

	WALKER	TANK	LIGHT VEHICLE	FLYER	IMMOBILE
<b>SMALL</b>	44(12)	46(12)	40(10)	40(10)	46(12)
<b>NORMAL</b>	47(13)	54(14)	44(12)	44(12)	56(14)
<b>WAR MACHINE</b>	54(14)	56(14)	44(12)	44(12)	56(14)

*Note: Count side armor twice when working out the total value (both values must be the same).*

**Size Guidelines:** Playtesting has shown that some players can be a bit, erm, 'creative' in allocating sizes to their models, for example calling a small model a super-heavy vehicle. Please remember that the size you allocate should be reflected in the physical size of the model itself – in other words a small vehicle should be small, while super-heavy vehicles and larger should be really big! To help, here are some guidelines for you to use:

**Small vehicles:** Should be smaller than a Rhino model, about 3-4 inches square or less.

**War Machines:** Should be larger than a Land Raider, in other words larger than 5-6 inches square.

Vehicles that are converted from an existing Citadel model should be the same size as the prototype, unless you glue several models together.

For example, if you converted a Chimera into the 'Super Zappy

Chimera' armed with an unfeasibly large gun, then it should remain a 'normal' sized vehicle. On the other hand, if you glued four Chimera hulls together in order to make a vehicle, then you could count it as a war machine.

## 3. PICK ARMOR

All vehicles in Warhammer 40,000 have a set of armor values, even if they are not actually 'armored vehicles' as such. In this step you must decide how much armor your vehicle has on each of its facings. Cross reference the size and type above to find out how much armor the vehicle can have. The combined total of the Vehicle's front, left, right and rear armor may not exceed this value. The number in brackets is the highest value a single facing may have. The minimum value a facing may have is 9. For example, a normal tank can have an armor value of up to 14, but the total of all it's armor facings can't exceed 54.



## VEHICLE DATAFAX

Name	Points/Model	Front Armor	Side Armor	Rear Armor	BS
Rampage	250	12	11	10	4
Type: Light Vehicle		Size: Normal		Speed: Fast	
Weapons: Twin-linked Splinter Cannons Gatling Dark Lance (D3 shots)		Special Options: Skimmer & Open topped Energy field 4+ save on Front & side armor. Against glancing & penetrating hits		Vehicle Category: Heavy Support	
				Structure points:	

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*I made the Rampage out of two Raider kits glued together, with additional firepower in the shape of splinter cannons from spare Dark Eldar Warrior kits.*

*At the time that the Rampage was being constructed, everyone in White Dwarf was having a go at building a vehicle, so plenty of other vehicle kit bits were available – hence the third engine (donated by a Falcon grav tank).*



**Armor Value Guidelines:** Just as with size allocation, you should base the amount of armor you give a vehicle on its appearance; if a vehicle is clearly lightly armored, or indeed not armored at all, then you should not give it a high armor value. On the other hand, if it's covered in thick armor plate it should be well-armored. Here are some guidelines as to what armor values you should allocate:

**Armor 9:** This should be reserved for non-military vehicles with no protection whatsoever, for example a car or a truck.

Be aware that vehicles with this armor value are horribly vulnerable to enemy shooting.

**Armor 10:** Unarmored or very lightly armored military vehicles can have this armor value on any facing, and other armored vehicles will have it for lightly armored rear and side facings.

In addition, strongly built civilian vehicles can have this armor value. For example a bull-dozer could be armor 10 rather than armor 9 on most facings.

**Armor 11-12:** Lightly armored vehicles will have this armor value on their front and side facings, while more heavily armored vehicles may have side and rear armor facings with this value.

**Armor 13-14:** Only heavily armored vehicles will have armor values this high, and then only on their front and side facings. Only incredibly tough and well-armored vehicles should have an armor rating this high on their rear facing.

Eldar vehicles should not be given armor values of 13 or 14 as they rely on more sophisticated forms of protection than thick armor plate.

**Existing Models:** If your model is a converted Citadel vehicle, then it should generally have the same armor values as the model it was converted from.

You can add +1 to a value if you've added lots of extra armor, and knock a point off if you've significantly reduced the armor on a facing. As a rule of thumb, though, it's best to leave the values as they are.

## SPEED CHART

	WALKER	TANK	LIGHT VEHICLE	FLYER	IMMOBILE
SMALL	NORMAL	NORMAL	NORMAL	FLYER	IMMOBILE
NORMAL	NORMAL	NORMAL	NORMAL	FLYER	IMMOBILE
WAR MACHINE	LUMBERING	LUMBERING	LUMBERING	FLYER	IMMOBILE

### 4. WORK OUT SPEED

Next you need to record the speed of the vehicle on its datafax. This is very straight-forward; just look it up by cross-referencing the vehicle's size and type on the chart above to see what speed it normally has. Note you can upgrade your vehicle's starting speed to your own choice by paying the additional points for it (see later on – Cost of Speed table).

Normal vehicles, walkers and fast vehicles follow the rules in the Warhammer 40,000 rulebook, while agile, lumbering, immobile and flyers are new categories.

**Agile Vehicles:** Agile vehicles are quite fast and maneuverable, but don't have the straight-line speed of a fast vehicle. They can move up to 6" and fire all weapons, or up to 12" and fire one. They may not move more than 12". They can turn freely as they move, like most other vehicles.

**Fast:** The vehicle follows the rules for fast vehicles in the Warhammer 40,000 rulebook; i.e., it can move up to 6" and shoot all weapons, up to 12" and shoot one weapon, or up to 24" and not shoot at all, and it may turn freely as it moves.

**Flyers:** Flyers, like War Machines, require rather a lot of special rules. Rather than print them here I've put them all together in their own section at the end of the rules.

**Immobile Vehicles:** Immobile vehicles may not move!

**Lumbering Vehicles:** Lumbering vehicles grind along at a slow and steady pace. These vehicles can move up to 6" a turn. They must always move straight ahead, and at the end of the move they can pivot up to 90°. Lumbering vehicles can fire all of their weapons even if they move.

**Normal:** These vehicles follow the standard Warhammer 40,000 vehicle movement rules; i.e., they can move up to 6" and fire one weapon, or up to 12" and not shoot any weapons, and may turn freely as they move.

**Walker:** The vehicle follows the movement rules for walkers in the Warhammer 40,000 rulebook; i.e. it can move up to 6" and fire up to two weapons. If stationary you can fire all weapons.

### 5. WORK OUT WEAPONS

Now for the bit you've all been waiting for – arming the vehicle you've created. Weapons are picked from the list of weapons opposite.

If you're using a converted Citadel model then it will be easy to decide what each weapon on the vehicle counts as. If you're using anything else, or have scratch-built a new weapon for a Citadel model, then you should pick the weapon from the list opposite that the model's weapon most closely resembles.

This isn't actually quite as hard as it sounds, and as long as you are consistent and fair, I doubt you'll have any problem deciding 'what counts as what'. It goes without saying that all weapons you take for a vehicle must be represented by a weapon on the model, and by the same token any weapons shown on the model must be included on the datafax.

I've included the points values here as it saves me from having to repeat the list in the 'Points Cost' step of designing the vehicle later on.

**Weapon Options:** Now, although the weapon lists includes suitable 'stand-ins' for most weapons that can be mounted on a vehicle model, it has to be said that there are some weapons which aren't well represented.

Rather than come up with a huge new list of weapons in a bid to cover everything that could be conjured up by the imaginations of some of the madder modelers out there (a thankless and nearly impossible task), I have instead come up with a set of weapon options which can be used to upgrade weapons from the list below.

It has to be said that these options are rather generic and lack some of the character of a 'unique' special weapon

such as those we are able to create when writing a Codex, but have the benefit of being flexible and very easy to use.

The options that are available are listed below, along with the effect they have on a weapon's points value.

Any options can be combined (i.e., you can have a twin-linked gatling mega lascannon if you really feel you have to!), but options may not be doubled up (ie you cannot have a mega mega lascannon).

Add together the costs of the multiple upgrades. For example, a twin-linked, gatling, mega, blast weapon would

cost  $50+100+100+150 = +400\%$ , or five times its normal cost!

### WEAPON UPGRADE CHART

WEAPON OPTION	COST INCREASE
BLAST	+150%
CO-AXIAL	Add cost of co-axial weapon
GATLING	+100%
LONG BARREL	+50%
MEGA WEAPON	+100%
TWIN LINKED	+50%

### WEAPONS CHART

WEAPONS	BS 4	BS3	BS2
Assault Cannon	+35	+25	+20
Autogun	+1	+1	+1
Autocannon	+35	+25	+20
Boltgun	+2	+2	+2
Flamer	+10	+10	+10
Grenade Launcher	+15	+10	+5
Heavy Bolter	+20	+15	+10
Heavy Flamer	+15	+15	+15
Hunter Killer Missile	+15	+10	+5
Lasgun	+1	+1	+1
Lascannon	+35	+25	+20
Ripper Gun	+3	+3	+3
Meltagun	+15	+10	+5
Missile Launcher	+25	+20	+15
Mortar	+25	+25	+25
Multilaser	+35	+25	+20
Multimelta	+40	+30	+20
Plasma Cannon	+40	+30	+20
Plasma Gun	+15	+10	+5
Smoke Launchers	+3	+3	+3
Storm bolter	+5	+5	+5
Demolisher	+50	+50	+50
Whirlwind	+40	+40	+40
Battle Cannon	+50	+50	+50
Griffon Mortar	+40	+40	+40
Inferno Cannon	+30	+30	+30
Earthshaker	+60	+60	+60
Vanquisher Cannon	+55	+50	+50

#### DARK ELДАР WEAPONS

Blaster	+10	+10	-
Dark Lance	+35	+30	-
Destructor	+15	+15	-
Disintegrator	+30	+25	-
Shredder	+15	+10	-
Splinter Rifle	+2	+2	-
Splinter Cannon	+20	+15	-
Stinger	+5	+5	-
Terrofex	+15	+15	-

#### WEAPONS CHAOS WEAPONS

Combi-Weapons			
Bolter-flamer	+10	+10	+10
Bolter-Meltagun	+15	+10	+5
Twin Bolter	+4	+4	+4
Blast Master	+20	+15	+10
Doom Siren	+15	+15	+15
Sonic Blaster	+6	+6	+6

#### ELДАР WEAPONS

Bright Lance	+35	+30	-
Eldar Missile Launcher	+30	+20	-
D-cannon	+30	+30	-
Fusion gun	+10	+10	-
Lasblaster	+2	+2	-
Shuriken Catapult	+2	+2	-
Shuriken Cannon	+25	+20	-
Star Cannon	+45	+35	-
Scatter Laser	+30	+25	-
Reaper Launcher	+35	+25	-
Death Spinner	+25	+25	-
Fire Prism	+45	+45	-
Shadow Reaper	+30	+30	-

#### NECRON WEAPONS

Gauss gun	+2	+2	-
Gauss Blaster	+30	+20	-
Gauss Cannon	+35	+25	-

#### ORK WEAPONS

Big Shoota	-	-	+12
Kombi-weapon			
Shoota/rokket launcher	-	-	+5
Shoota/shorcha	-	-	+8
Kustom Mega-blaster	-	-	+15
Rokkit Launcha	-	-	+8
Skorcha	-	-	+5
Lobba	-	-	+15
Zzap gun	-	-	+15
Kannon	-	-	+15

**Blast:** The weapon gets a Blast marker if it doesn't normally have one. If it has a Blast marker, then the Blast marker is upgraded to an ordnance blast. If it already has an ordnance blast, then you've wasted the points! This option may only be used for weapons that are mounted on immobile vehicles or war machines.

**Co-Axial Weapons:** A 'co-axial' weapon is one that is fixed beside another weapon of a different type, a bit like a twin-linked weapon but where two different types of weapon are used. For example, a tank might have a turret mounted autocannon with a co-axial heavy bolter mounted beside it. Any type of weapons may be fitted into a 'co-axial' mount. Both weapons must fire at the same target unit, even if fitted to a war machine. If a co-axial mount includes an ordnance weapon, then if it fires any other co-axial weapons cannot be used (including other ordnance).

**Twin-Linked Weapon:** Twin-linked weapons, as their name implies, are basically two weapons mounted side by side. They are quite common in Warhammer 40,000, and the rules for them can be found in the rulebook (they allow a re-roll of the To Hit dice). Any weapons can be twin-linked if desired, but the model representing the weapon must have two or three gun barrels.

**Gatling Weapon:** Gatling weapons are basically an even bigger version of a twin-linked weapon, with even

CLOSE COMBAT WEAPON CHART	
WEAPON	COST
CLOSE COMBAT WEAPON	+1pts x WS x A
POWER WEAPON	+3pts x WS x A
DREADNOUGHT CLOSE COMBAT WEAPON	+5pts x WS x A
WAR MACHINE CLOSE COMBAT WEAPON	+10pts x WS x A

more gun barrels. Any weapons may put in a gatling mount. This allows them to take D3 shots for each shot they would normally fire (ie, a gatling heavy bolter would get 3D3 shots per attack). Weapons with a template must place additional templates touching the first using the rules for mortars and other Guess range weapons. The model representing a gatling weapon must have four or more gun barrels.

**Long Barrel:** Long barreled weapons, as their name implies, are much longer than a normal version of the weapon. This allows them to shoot further than the normal version, adding 50% to their range. For example a long-barreled autocannon would have a 72" range rather than its normal 48" range. Long barreled weapons must be at least twice as long as the normal length for a weapon of their type.

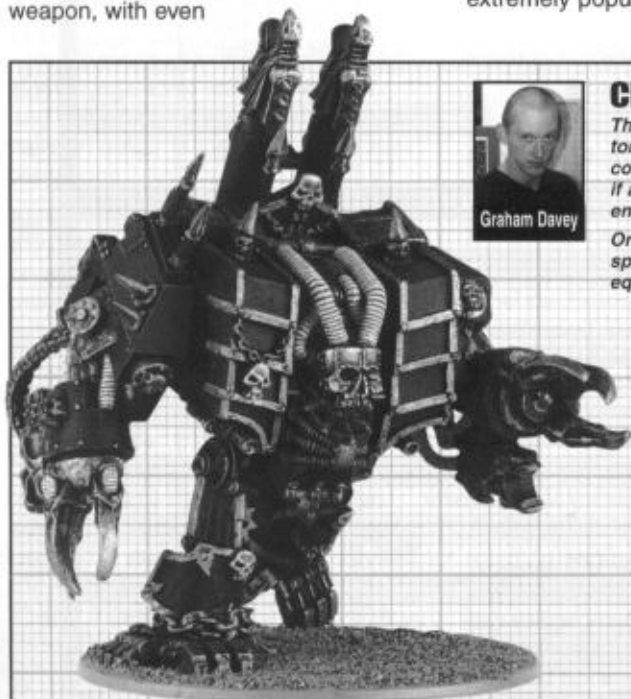
**Mega-Weapons:** Mega-weapons are simply huge versions of the weapons from the standard weapon lists, for example a mega-lascannon (for some reason mega-weapons proved an extremely popular option with the

testers of these rules!). Only weapons fitted to war machines or an immobile vehicle may be upgraded to mega-weapons. Mega weapons increase their strength and armor penetration by one point each, so the mega-lascannon mentioned above would have a Strength of 10 and an AP of 1 (ouch!). Note that Strength cannot be increased to higher than 10, or AP to better than 1.

**Close Combat Options:** If you wish, vehicles can be armed with a close combat weapon of some kind or another. In Warhammer 40,000 the only vehicles that really have close combat weapons are walkers, but as this may not be the case with scratch-built or converted models, we'll just assume any vehicle can have them.

Vehicles armed with close combat weapons follow the rules for walkers in the rulebook. The WS of the vehicle is shown on the chart in the next section of rules, and is used for working out its chance to hit and the cost of the weapon.

Small and Normal sized vehicles may be given close combat weapons,



Graham Davey

## CHAOS BERZERKER DREADNOUGHT

*The Marines inside Chaos Dreadnoughts have been trapped inside these walking tombs for thousands of years and, not surprisingly, have become barely controlled psychotics, dangerous to friend and foe alike. But what would happen if a Khorne Berzerker, already a murderous, blood-frenzied madman, was encased in a Dreadnought?*

*On a more practical note, I was also jealous of the Blood Angels' close-combat specialist Furioso Dreadnought, and this seemed like a great opportunity to equal things up!*

CLOSE COMBAT VEHICLE DATAFAX									
Name	Points/Model	Armor:							
		WS	BS	S	Front	Side	Rear	I	A
Berzerker	170	4	4	5 (10)	12	12	10	4	4
Type: Walker		Size: Normal		Speed: Walker					
Weapons: Twin-linked Boltguns Plasma gun 2 Dreadnought close combat weapons		Special Options: Ferocious		Vehicle Category: Heavy Support					
				Structure points:					

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The ferocious Chaos Berzerker Dreadnought charges a Dark Eldar Lord's retinue.

power weapons, or Dreadnought close combat weapons. War Machines may only be given war machine close combat weapons (see the appendix on war machines).

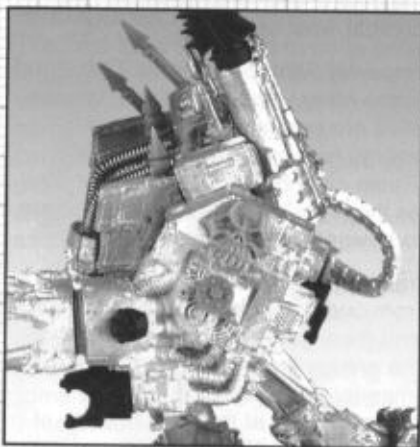
The cost of the weapons carried is based on the Weapon Skill of the vehicle, and the number of attacks it can make.

**For example,** Graham Davey's Chaos Dreadnought (see below) has two Dreadnought close combat weapons and also has the 'ferocious' special option which gives it +1 Attack. Looking in the following section on working out characteristics, we can see that a Chaos vehicle gets a WS of 4, and 1 attack +1 for each close combat weapon. This gives Graham's dreadnought 1 attack, +2 for having

two close combat weapons, and +1 for being ferocious, for a total of 4 attacks. The cost of the close combat weapons it has is based on the best available, namely its Dreadnought close combat weapons. These cost 5 times the Dreadnought's WS of 4, which equals 20, times the number of attacks, which makes a total of 80 points.

I used a Chaos Dreadnought body with Furioso arms and lightning claws from the old Bjorn the Fell-Handed model. One leg was bent back to get the running effect, and I bent down the toes of the raised foot.

The usual 'head' was clipped away and I replaced it with a banner top from the Uriah Jacobus model. The extra piping was made from bass guitar wire.



▲ I added lots of bits and pieces to complete the Chaos 'look'. There are Chaos Spiky Bits, Undead shield bosses, bike wheel hubs and bits from the Chaos Warrior kit. I also glued on the chain feed from the Space Marine heavy bolter model in place of one of the power lines.



▲ These Chaos gun muzzles work just as well as powerplant exhausts.



In order to bend the toes into their new position I carefully sawed part of the way through the metal.



▲ Chaos Dreadnoughts are chained up when not in battle for obvious safety reasons! I decided this one might have broken free.

## RACE CHARACTERISTICS CHART

Race	WS	BS	S	I	A
Space Marine	4	4	5	4	1+1 per CCW
Dark Eldar	4	4	4	5	1+1 per CCW
Eldar Guardian	3	3	4	4	1+1 per CCW
Ork	4	2	5	2	1+1 per CCW
Adeptus Titanicus	4	4	5	3	1+1 per CCW
Human	3	3	4	3	1+1 per CCW
Necron	4	4	5	2	1+1 per CCW

### 6. WORK OUT CHARACTERISTICS

The next thing you need to do is record the race of the vehicle's crew and their characteristics on the datafax. With the exception of vehicles armed with close combat weapons, all you need to record is the vehicle's Ballistic Skill.

For a vehicle armed with close combat weapons you need to write down the vehicle's Weapon Skill, Ballistic Skill, Initiative, Strength and Attacks. The characteristics depend on the race of the crew and are listed on the chart above.

### 7. ADD SPECIAL OPTIONS

The penultimate thing to record on your vehicle's datafax are any special options. These are 'special abilities' that have not been covered by the options taken so far, such as being able to transport troops, being open-topped, having protective energy fields and so on.

The options that are available are described below. As with all the rules so far, anything you pick should 'fit' with the vehicle model you have made; for example, you shouldn't give it a transport capability unless the model you have made is clearly capable of transporting troops.

By the same token, a vehicle that clearly has one of these options should have it recorded on its datafax, so if you have a model that is clearly an open-topped vehicle, then you must take that option for it. Enough waffling, especially about such common-sense issues – here are the special options.

**Amphibious Craft:** Amphibious craft are designed to work on water, or what passes for water on alien planets. Amphibious craft treat water (or its equivalent) as clear terrain when they move. Amphibious craft that can't leave the water (i.e., boats or ships) may ignore the extra points

normally charged for this upgrade.

**Codex Vehicle Upgrades:** The vehicle may be given appropriate vehicle upgrades from the Codex of the army it has been designed to join. Note the word 'appropriate', and remember

that all vehicles must be WYSIWYG. See the appropriate Codex for descriptions and special rules.

**Eldar Fields:** The Eldar are a sophisticated and technologically advanced race, and their vehicles are often protected by energy or holo fields.

Eldar vehicles can have a field which provides a 4+ invulnerable save against any glancing or penetrating hits. They can be fitted to any Eldar vehicle that is at least of normal size. Eldar energy fields don't work against close combat attacks and no more than one may be fitted per vehicle.

**Ferocious:** This option may only be used for vehicles with close combat weapons. In close combat the vehicle becomes a whirling maelstrom of destruction.

To represent this, add +1 to the vehicle's Attacks characteristic. This option does not cost any extra points *per se*, but the extra attack must be taken into account when working out the cost of the vehicle's close combat weapons.

**Imperial Shields:** Imperial Titans and some other vehicles or fixed defense sites are protected by a form of energy field called a void shield. These can't be fitted to most vehicles as they require large plasma reactors to power them.

Imperial Fields absorb the damage from one glancing or penetrating hit and then 'go down' as they dissipate the energy that was absorbed. The Imperial player can roll to repair downed fields at the start of each of his turns. Roll 1D6 per field, and it comes back on line on a roll of 6+. Fields can only be fitted to War Machines.

**Open-Topped:** An 'open-topped' vehicle is one where the crew are exposed to enemy fire, rather than

being fully enclosed behind armor plate. This is actually a bad special option, in that it makes the vehicle more vulnerable to enemy fire. Opponents get to add +1 to damage rolls.

**Orbital Lander:** This vehicle is dropped from orbit to land on the battlefield. Such units may always be placed in reserve, even if reserves are not normally allowed by the scenario being played, and enter in the player's turn using the Deep Strike rules.

**Ork Fields:** Ork Mekboyz seem to have an innate ability to construct energy fields in a bewildering variety of types and forms.

For the purposes of these rules, and to keep things simple, they all work in the same way as Imperial Fields, but can't be repaired. They can be fitted to any Ork vehicle that is at least of normal size. Vehicles with more than one structure point (see the war machine rules later on) may have up to one field for each structure point.

**Recovery Vehicles:** It's not uncommon to see vehicles that have been converted into armored recovery vehicles (or ARVs) of some type or another. ARVs are used to take damaged vehicles back to a repair depot where they can be fixed and sent back into action. They can also be used to move a completely destroyed vehicle out of the way if it is blocking movement.

An ARV can drag any destroyed or immobilized vehicle (friend or foe) that they start the turn in base contact with. Both vehicles may move up to D6" and must remain in base contact at the end of the move (please use common sense here when moving the vehicles!). Neither vehicle may shoot in the same turn that they are towing or being towed, except that the vehicle being dragged can fire one weapon at the ARV if it's able to.

**Skimmer:** This vehicle is a skimmer.

**Souped Up Engine:** Some vehicle engines can be souped-up to make them faster. This option may only be taken for vehicles with no more than 50 points of armor.

Lumbering vehicles and walkers with souped-up engines count as being agile (see the section on Agile vehicles), and any other type of vehicle becomes fast. War machines with more than 5 structure points may not take this upgrade.



**Transport:** This option allows the vehicle to transport 11 normal sized models. Small vehicles may carry up to six normal-sized models. Vehicles with more than 1 structure point (see the war machine rules later on) may transport an extra five models for each structure point in excess of 1. Models that are Terminator sized or larger count as two models against the limit that may be carried.

Walkers or other vehicles of up to normal size may be carried, taking up five spaces if small and ten if normal sized, but only if the transport vehicle is large enough to carry them and they could fit through the entry hatch.

Vehicles being transported in another vehicle which is destroyed will suffer a glancing hit on a D6 roll of 4+ (rather than having to make an armor save as transported models do).

**Tunnellers:** Tunnellers, as their name implies, are capable of burrowing through the ground. They are generally used to transport troops and launch surprise attacks by suddenly surfacing where the enemy least expects them.

Any tanks or light vehicles may be given a 'tunneller' option. Such units may always be placed in reserve, even if reserves are not normally allowed by the scenario being played, and enter play using the Deep Strike rules.

**Wreckers:** Some vehicles are fitted with things like wrecking balls, big grabby claws, enormous drills etc. These may only be used to attack terrain features or immobilized vehicles that are in base contact with the wrecker vehicle.

Targets that will fit completely under an Ordnance template are destroyed on a roll of 6 on 1D6. Larger targets cannot be affected in the time frame of the game.

**Targeter:** Vehicles often have a targeting matrix, optical enhancement system or other device to increase the chance of their guns hitting. This must be represented with some sort of radar dish, sensor or gun-sight on your model.

A targeter increases the crew's BS by +1. All guns on the vehicle now cost the corresponding higher price for the new BS. Races that already have BS4 are deemed to have such devices built into their vehicles and may not chose this option.

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## 8. WORK OUT COST & CATEGORY

The final thing you need to do in order to get your vehicle ready for its tabletop debut is to work out how many points it costs and what category it belongs to with regard to using up 'slots' on the Force Organization chart (i.e., does it count as heavy support, fast attack, etc).

It has to be said that working out the points cost is a somewhat arcane process, and really requires the use of a calculator and paper, but having come this far I'm sure you'll muddle through somehow!

Before getting stuck into the nitty-gritty of how you actually calculate the points, I should point out that I've tried to create a system where you pay over the odds in terms of points for vehicles you design yourself. So, if you run an 'off the shelf' model

through the points cost procedure, you should find that it comes in at more than the points listed for it in the army lists. This compensates for the fact that vehicles you design yourself can be made exactly to suit the role you plan to use them for in a game.

To work out the vehicle's points cost, just follow and add together the costs listed on the summary sheet overleaf to find out the total cost of the vehicle.

## 9. GET PLAYING!

Well, what are you waiting for? Work out your vehicle, write down its details on your datafax, and get playing! After the summary are appendices covering extra rules for War Machines and Flyers. Have fun!

*Seamus Schuster*



# VEHICLE DESIGN SUMMARY SHEET

## VEHICLE DESIGN STEPS

1. Pick Type
2. Pick Size
3. Pick Armor
4. Work out Speed
5. Pick Weapons
6. Work out characteristics
7. Pick Special Options
8. Work out Points Value & Vehicle category

### 1. PICK TYPE

#### Vehicle Type Summary

- Walker
- Tank
- Vehicle
- Flyer
- Immobile

### 2. PICK SIZE

- Small (i.e., buggies, Land Speeders, Vypers, etc)
- Normal (i.e., Rhinos, Leman Russ, Land Raiders, Ravagers etc)
- War Machines

### 3. PICK ARMOR

Add up the total cost of your armor facings, using the chart. Remember to count the side armor twice and don't exceed the total armor limit for your vehicle listed below.

### COST OF ARMOR

Armor	Cost		
	F	S	R
9	0	0	5
10	0	5	10
11	5	10	20
12	10	20	30
13	20	30	40
14	30	40	50

### TOTAL ARMOR CHART

	WALKER	TANK	LIGHT VEHICLE	FLYER	IMMOBILE
SMALL	44(12)	46(12)	40(10)	40(10)	46(12)
NORMAL	47(13)	54(14)	44(12)	44(12)	56(14)
WAR MACHINE	54(14)	56(14)	44(12)	44(12)	56(14)

Note: Count side armor twice when working out the total value (both values must be the same).

### 4. WORK OUT SPEED

The cost of the vehicle's speed is found on this chart, by cross-referencing the vehicle's size and speed.

### COST OF SPEED

SPEED	Size of Vehicle		
	SMALL	NORMAL	WAR MACHINE
IMMOBILE	0	0	0
NORMAL	+5	+10	+20
LUMBERING	+5	+10	+20
AGILE	+10	+15	+30
FAST	+10	+20	+40
FLYER	+40	+40	+40

### 5. PICK WEAPONS

Next add in the cost of all of the weapons on the vehicle, as listed on the weapon charts below. Remember to increase the cost of any weapons that have been given upgrades by the percentage listed on the Weapons Upgrade chart.

### CLOSE COMBAT WEAPON COST

WEAPON OPTION	COST INCREASE
Close combat weapon	+1xWSxA
Power weapon	+3xWSxA
Dreadnought close combat weapon	+5xWSxA
War Machine close combat weapon	+10xWSxA

### WEAPON UPGRADE CHART

WEAPON OPTION	COST INCREASE
BLAST	+150%
CO-AXIAL	Add cost of co-axial weapon
GATLING	+100%
LONG BARREL	+50%
MEGA WEAPON	+100%
TWIN-LINKED	+50%

### WEAPONS CHART

WEAPONS	BS4	BS3	BS2	WEAPONS	BS4	BS3	BS2	WEAPONS	BS4	BS3	BS2
Assault cannon	+35	+25	+20	Meltagun	+15	+10	+5	Griffon mortar	+40	+40	+40
Autogun	+1	+1	+1	Missile launcher	+25	+20	+15	Inferno cannon	+30	+30	+30
Autocannon	+35	+25	+20	Mortar	+25	+25	+25	Earthshaker	+60	+60	+60
Boltgun	+2	+2	+2	Multilaser	+35	+25	+20	Vanquisher cannon	+55	+50	+50
Flamer	+10	+10	+10	Multi-melta	+40	+30	+20				
Grenade launcher	+15	+10	+5	Plasma cannon	+40	+30	+20				
Heavy bolter	+20	+15	+10	Plasma gun	+15	+10	+5				
Heavy flamer	+15	+15	+15	Smoke launchers	+3	+3	+3				
Hunter killer missile	+15	+10	+5	Storm bolter	+5	+5	+5				
Lasgun	+1	+1	+1	Demolisher	+50	+50	+50				
Lascannon	+35	+25	+20	Whirlwind	+40	+40	+40				
Ripper gun	+3	+3	+3	Battle cannon	+50	+50	+50				

### DARK ELDER WEAPONS

Blaster	+10	+10	-
Dark lance	+35	+30	-
Destructor	+15	+15	-
Disintegrator	+30	+25	-
Shredder	+15	+10	-
Splinter rifle	+2	+2	-

### 6. WORK OUT CHARACTERISTICS

Record the race of the vehicle's crew and their characteristics on its datafax. With the exception of vehicles armed with close combat weapons all you need to record is the vehicle's Ballistic Skill.

### 7. PICK SPECIAL OPTIONS

Add or subtract the cost of any upgrades that were taken, as shown on the chart opposite.

**Structure Points:** War machines have 2 or more structure points. These are discussed in more detail in the following pages. All you need to know is that each structure point over 1 adds +100 points to the vehicle's cost. For example, a vehicle with 3 structure points would cost an extra 200 points.

### 8. WORK OUT POINTS COST & VEHICLE CATEGORY

The final thing you need to do in order to get your vehicle ready for its tabletop debut is to work out how many points it costs and what category it belongs to with regard to using up 'slots' on the force organization charts. See the Vehicle Category chart opposite.

**Normal Size Light Vehicles:** Light vehicles with no more than 1 non-ordnance weapon, and that have a transport capability, count as a transport upgrade that may be used in place of one of the standard transport upgrades in the army list.

Otherwise they count as a Heavy Support choice.

For example, if you made an Imperial Guard truck, then squads that were allowed to have a Chimera upgrade could take the truck instead.

**War Machines:** See the appendix on war machines later.

### GET PLAYING!

Well, what are you waiting for? Record the information needed on your datafax, and get playing!

### RACE CHARACTERISTICS CHART

Race	WS	BS	S	I	A
Space Marine	4	4	5	4	1+1 per CCW
Dark Eldar	4	4	4	5	1+1 per CCW
Eldar Guardian	3	3	4	4	1+1 per CCW
Ork	4	2	5	2	1+1 per CCW
Adeptus Titanicus	4	4	5	3	1+1 per CCW
Human	3	3	4	3	1+1 per CCW
Necron	4	4	5	2	1+1 per CCW

### COST OF VEHICLE UPGRADE

SPECIAL OPTION	COST INCREASE
Amphibious craft	+10 pts
Codex vehicle upgrades	See appropriate Codex
Eldar force field	+25 pts per facing
Imperial field	+35 pts each
Orbital lander	+30 pts each
Ork fields	+15 pts each
Open-topped	-5 pts
Recovery vehicle	+5 pts
Souped up engine	Use new speed for cost of engine
Skimmer	+20 pts
Targeter	Use new BS for cost of guns
Transport	+1 pt per model carried
Tunneller	+25 pts
Wrecker	+5 pts

### VEHICLE CATEGORY CHART

	WALKER	TANK	LIGHT VEHICLE	FLYER	IMMOBILE
SMALL	ELITE	FAST ATTACK	FAST ATTACK	FAST ATTACK	HEAVY SUPPORT
NORMAL	HEAVY SUPPORT	HEAVY SUPPORT	SEE NOTES OPPOSITE	HEAVY SUPPORT	HEAVY SUPPORT
WAR MACHINE	WAR MACHINE	WAR MACHINE	WAR MACHINE	WAR MACHINE	WAR MACHINE

### WEAPONS CHART

#### DARK ELDAR WEAPONS (cont)

WEAPONS	BS4	BS3	BS2
Splinter cannon	+20	+15	-
Stinger	+5	+5	-
Terrorfex	+15	+15	-

#### ELDAR WEAPONS

Bright lance	+35	+30	-
Eldar missile launcher	+30	+20	-
D-cannon	+30	+30	-
Fusion gun	+10	+10	-
Lasblaster	+2	+2	-
Shuriken catapult	+2	+2	-
Shuriken cannon	+25	+20	-
Starcannon	+45	+35	-
Scatter laser	+30	+25	-

#### ELDAR WEAPONS (cont)

WEAPONS	BS4	BS3	BS2
Reaper launcher	+35	+25	-
Death spinner	+25	+25	-
Fire prism	+45	+45	-
Shadow weaver	+30	+30	-

#### CHAOS WEAPONS

Combi-weapons			
Bolter-flamer	+10	+10	+10
Bolter-meltagun	+15	+10	+5
Twin bolter	+5	+5	+5
Blastmaster	+20	+15	+10
Doom siren	+15	+15	+15
Sonic blaster	+8	+8	+8

#### ORK WEAPONS

WEAPONS	BS4	BS3	BS2
Big shoota	-	-	+12
Kombi-weapon			
Shoota/rokket launcher	-	-	+5
Shoota/skorcha	-	-	+8
Kustom mega-blaster	-	-	+15
Rokket launcha	-	-	+8
Skorcha	-	-	+5
Lobba	-	-	+15
Zzap gun	-	-	+15
Kannon	-	-	+15

#### NECRON WEAPONS

Gauss gun	+2	+2	-
Gauss blaster	+30	+20	-
Gauss cannon	+35	+25	-



## APPENDIX ONE – WAR MACHINES...

As noted at the start of the Vehicle design rules, any extremely large vehicles are collectively known as War Machines. The following special rules apply to them. War machines fight in their own 'army', fighting alongside another army as a separate detachment, as described on page 131 of the Warhammer 40,000 rulebook. This limits their use to either fighting on their own, or in games of 2,000 points plus per side. War Machine detachments consist of up to three war machines of (more or less) the same type.

**Structure Points:** War Machines are so large that they can absorb damage that would destroy another vehicle. To represent this they must be given 2 or more structure points, which equate roughly to wounds for other models. Basically, the more structure points a vehicle has, the bigger it is. Here are some examples based on Imperial vehicles:

- Baneblade Super Heavy Tank: 3
- Warhound Scout Titan: 3
- Reaver Titan: 6
- Warlord Titan: 9

**Energy Fields:** Ork and Imperial War Machines are often protected by two or more sets of energy fields. Epic 40,000 is a useful reference for the number and type of protective fields carried by War Machines. A War Machine can never have more than one protective field per structure point.

### War Machines and difficult terrain:

War Machines treat difficult terrain differently to normal vehicles. They can ignore low walls, hedges, bushes and rubble – there's no need to test for these at all.

Going through other difficult terrain they test as normal. However, if they roll a 1 they are not automatically immobilized. Instead, they lose D3" of movement, just as if they had suffered an 'Engines Damaged' result on the damage tables (see later).

### Tank Shock and War Machine

**Assaults:** Enemy infantry must test at -1 to their Leadership value if they are Tank Shocked by a War Machine.

**Ordnance:** War Machines may fire Ordnance and still fire other weapons. They may fire Ordnance even if they move.

**Targeting:** War Machines can engage more than one target unit if desired. Instead of picking a target for the War Machine, pick a target for each weapon on the War Machine.

**Close Combat Attacks:** War Machines can tank shock an enemy in the Movement phase. If the enemy pass their morale check then the War Machine moves into contact with the enemy unit and must fight a close combat against it in the Assault phase. This is the only way that War Machines can enter close combat (though they can be assaulted by enemy units in their turn as normal). Being in close combat does not stop

the War Machine shooting, and it may fire at the unit it is assaulting if desired.

War Machines are allowed to 'barge into' enemy infantry units rather than stopping when they contact the first enemy model. Keep moving the War Machine until it completes its move, moving enemy models out of the way as required. Any models moved out of the way should be placed back on the table so that they are touching the War Machine. War Machines can't barge other War Machines out of the way.

In the assault phase a War Machine that Tank Shocked the enemy receives a number of bonus close combat attacks. These bonus attacks represent the chance of the victim either getting stomped upon or crushed under the War Machine's tracks, wheels or what ever, and are only ever received in the War Machine's turn; if the War Machine is assaulted by the enemy in the enemy turn then it does not receive any bonus attacks.

The number of bonus attacks is equal to the number of enemy models or vehicles that are in base contact with the war machine (i.e., each enemy touching the war machine is attacked once). All bonus attacks count as having a WS of 1, no matter what the actual WS of the war machine, and have a strength of 5 plus 1 for every 3 structure points the war machine had at the start of the battle (round fractions of 3 down). Roll to hit and



The Baneblade, an Imperial super-heavy tank, battles to escape an Eldar ambush led by an Eldar super-heavy grav tank – the Scorpion.



## WAR MACHINE DAMAGE TABLES

Roll on the following tables for glancing and penetrating hits on a War Machine. Ordnance rolls on these tables, not the Ordnance damage tables.

### GLANCING HITS

D6	DAMAGE
1	<b>Gun Crew Shaken:</b> One weapon may not shoot next turn (chosen by opponent).
2	<b>Gun Crew Shaken:</b> One weapon may not shoot next turn (chosen by opponent).
3	<b>Driver Stunned:</b> May not move next turn (skimmers drift D6" straight ahead).
4	<b>Engines Damaged:</b> Knock D3" off the vehicle's move (vehicles reduced to a move of '0' are immobilized, skimmers destroyed).
5	<b>Field or Weapon Destroyed:</b> If the vehicle has any Imperial or Eldar fields, then one is destroyed. Otherwise one weapon chosen by opponent is destroyed.
6	<b>Major Damage:</b> Lose one structure point and roll again on this table. If reduced to '0' damage points then roll on the Catastrophic hits opposite.

### PENETRATING HITS

D6	DAMAGE
1	<b>Driver Stunned:</b> May not move next turn. (skimmers drift D6" straight ahead).
2	<b>Engines Damaged:</b> Knock D3" off the vehicle's move (vehicles reduced to a move of '0' are immobilized, skimmers destroyed).
3	<b>Field or Weapon Destroyed:</b> If the vehicle has any Imperial or Eldar fields, then one is destroyed. Otherwise one weapon chosen by opponent is destroyed.
4	<b>Major Damage:</b> Lose one structure point and roll on the Glancing Hits table. If reduced to '0' damage points then roll on the Catastrophic Damage table opposite.
5	<b>Major Damage:</b> Lose one structure point and roll on the Glancing Hits table. If reduced to '0' damage points then roll on the Catastrophic Damage table opposite.
6	<b>Chain Reaction:</b> Lose one structure point and roll again on this table. If reduced to '0' damage points then roll on the Catastrophic Damage table opposite.

### CATASTROPHIC DAMAGE

D6	DAMAGE
1	<b>Damage Control:</b> The player controlling the vehicle must take a Ld test using the Vehicle's race Ld. If the test is passed then the damage control systems has contained the damage and 1 structure point is 'repaired'. If the test is failed your opponent must roll again on this table.
2-3	<b>Destroyed:</b> The vehicle is wrecked. Walkers collapse in a random direction. Mark the destroyed vehicle with cotton wool or remove it entirely.
4-5	<b>Explosion:</b> Models within D6" suffer one wound on a D6 roll of 4+ (saving throws allowed). Vehicles are unaffected. War Machine counts as destroyed, as above.
6	<b>Huge Explosion:</b> The War Machine is vaporized in a huge explosion. Roll 1D3 per original structure point to determine radius of explosion. Models in range suffer a wound on a roll of 4+ (saving throws allowed). Vehicles suffer a glancing hit on a roll of 4+.

damage normally. All War Machine close combat attacks ignore armor

saves, and roll 2D6 for armor penetration.

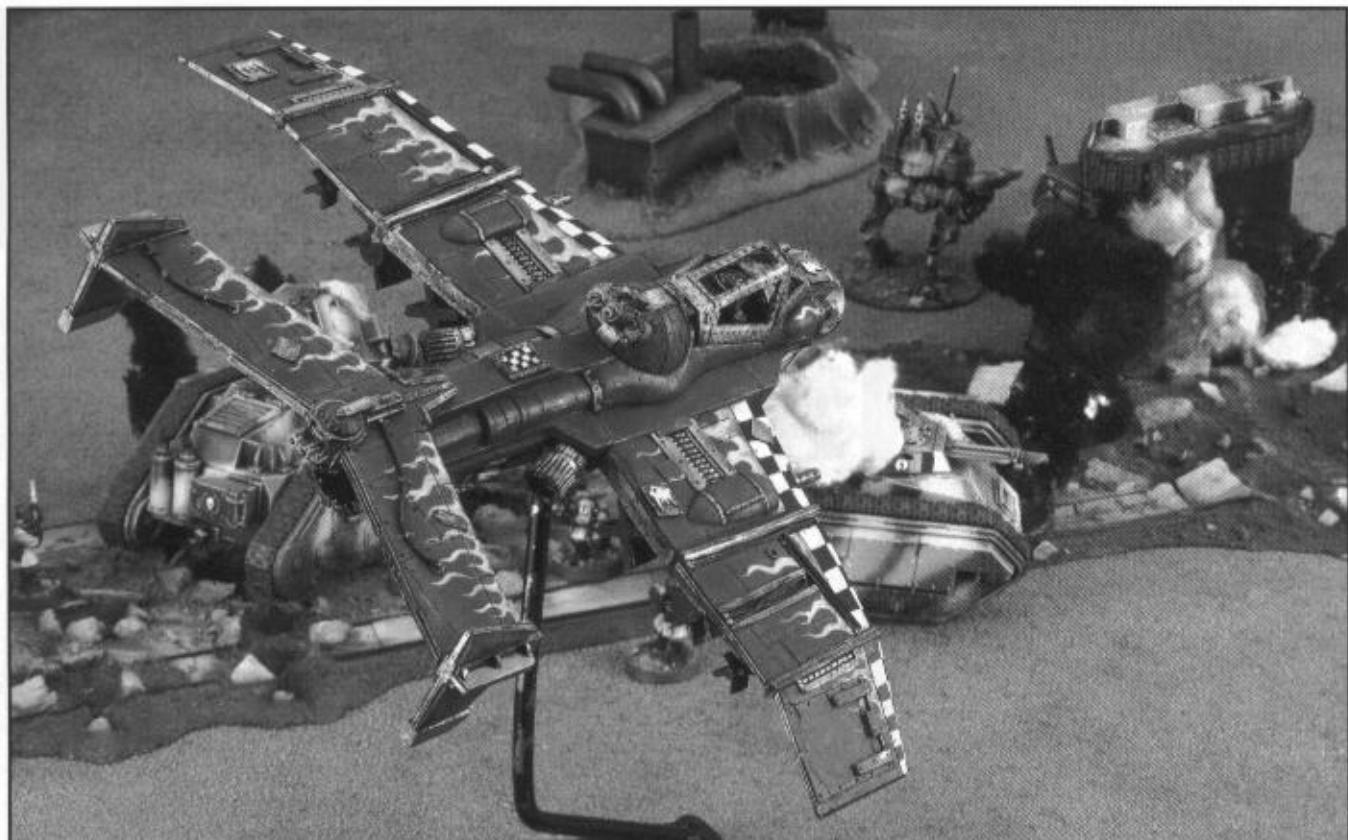


Opponents that fight a round of close combat against a War Machine and fail to destroy the War Machine (quite a likely occurrence!) automatically fall back unless they are a vehicle or another War Machine. War Machines may never pursue or consolidate – they remain stationary.

#### War Machine Close Combat

**Weapons:** War Machines that have close combat weapons may use them in addition to their bonus attacks. War Machines with close combat weapons receive a number of attacks with them equal to the number of close combat weapons carried plus one. Look up the War Machine's Weapons Skill and Initiative in section six of the vehicle design rules.

War Machine close combat weapons give the War Machine a Strength of 10. Any glancing or penetrating hit causes an additional D3 structure points of damage against an opponent, in addition to any damage rolled on the Damage table. War Machine close combat weapons may only be used against enemy vehicles, War Machines and *Monstrous* models.



An Ork 'Eavy Bomma makes its attack run.

## APPENDIX TWO – FLYERS...

The vehicle design rules introduce a new 'type' of vehicle called a flyer. These are similar to skimmers in that they are capable of flight. The main difference between a skimmer and a flyer is that fliers have to make an 'attack run', flying on at one table edge and then hurtling in a straight line very fast over the table before zooming off another table edge, all in the course of less than a turn, while a skimmer can 'loiter' and stays in play. Some examples of Warhammer 40,000 flyers are included in Epic 40,000 and Battlefleet Gothic.

As you might expect, flying vehicles require rather a lot of special rules to cover their movement. They start a long way off the table, and then basically carry out an 'attack run' by flying over the table in a straight line. The following rules explain how this works.

**Starting The Attack Run:** Flyers always start the game in reserve, even in scenarios that do not normally allow reserves to be used. Roll the dice for them each turn, starting with the second turn, as you would normally for a reserve unit.

When the flyer appears, place it on any table edge, facing in the direction you wish it to fly. It will not actually move until your opponent's turn, but placing it like this equates to the opposing army hearing the flyer and seeing it appear on the horizon! Because it hasn't really reached the table yet the flyer may not shoot or be shot at until it makes its attack run.

**Making The Attack Run:** A flyer makes its attack run after the opposing player's Movement phase, but before their Shooting phase – in effect you 'interrupt' their turn to let the flyer make its move. (If several fliers all arrive at the same time, make their moves in any order you like and then move onto the Shooting phase.) Move the flyer in a straight line any distance you like across the table. The flyer will get to make its attack at the end of your opponent's Shooting phase, after the opponent has had a chance to fire at it.

After making the move, play returns to your opponent's Shooting phase. Enemy units shoot normally, or can target the flyer if preferred. The flyer can be shot at by any weapons apart from ordnance and barrage weapons. Measure the range to the flyer's base, or to any position the flyer occupied

during its move before it reached its final position (i.e., the shots can be assumed to have taken place as the aircraft moved). However you must add 12" to the range measured, to represent the extra distance *upwards*. So a range measured at 3" would become 15", meaning a pistol, for example, would be out of range.

Roll to hit the flyer, but because it is moving so fast it will only be hit on a roll of 6, no matter what the BS of the model making the attack. Then roll for damage normally, counting the flyer as a fast-moving skimmer (i.e., all hits are glancing). Stunned and shaken results stop the flyer from attacking but have no other effect. Immobilized results destroy the flyer. Note that the line of sight can never be blocked between a flyer and a target, either when it attacks or when it is shot at.

Assuming the flyer isn't shot down or suffered a stunned or shaken result, then it can make its attacks after your opponent has finished his Shooting phase. The flyer may pivot up to 45° either before or after making the attack (but not both). A flyer may shoot all of its weapons, even though it has moved. All weapons must be fired directly forward in the direction that the flyer is pointing.



Measure the range from the flyer's base to the target, but do not add 12" to the range this time (the flyer's attack doesn't have to work against gravity). Then make the attack using the normal shooting rules. After the flyer has made its attack, it flies in a straight line off the table.

**Additional Attack Runs:** The flyer can make further attack runs. Roll a D6 at the start of the next friendly player turn, and on the roll of a 2+ position the flyer on the table edge in the same manner as when it first appeared. On a roll of 1 the flyer doesn't return this turn, but you may roll again for it in your own next turn.

## NEW WEAPONS & RULES

Many of the flyer models I've seen are armed with rockets or bombs that are carried under the wings. How these work in game terms is described below. These weapons may only be fitted to flyers.

**Bombs:** Bombs have the same effect as mortars (G48", S4, AP6, heavy 1 blast, may pin). If a flyer releases several bombs at the same time, count each as a separate mortar in a 'battery'. Each bomb carried may be used once per battle. They cost 5 points each.

**Big Bombs:** These work in the same manner as a normal bomb, but it have the same effect as a Griffon Mortar (G12-48", S6, AP4, Ordnance 1 blast). They cost 20 points each.

**Rockets:** Rockets have the same effect as Hunter-killer missiles

(unlimited range, S8, AP3, heavy 1). Each rocket may be used once per battle, costing 10 points each.

**Smart Bombs:** A bomb or big bomb can be upgraded to a smart bomb for +50% cost. A Smart Bomb works in the same way as a normal bomb, except you may reroll the scatter dice if you doesn't like the first result (you must accept the second roll though!).

**Anti-Aircraft Mounts:** An anti-aircraft mount, as its name implies, is a mount that allows a weapon to be fired at flyers more easily than would normally be the case. Any weapon may be fitted in an anti-aircraft mount at +50% to its normal cost. An anti-aircraft mount allows the weapon to shoot at flyers using its normal BS, rather than only hitting on a 6. It also allows ordnance and barrage weapons to fire at fliers (you score a hit if the flyer is over the marker, but can't hit ground targets as well).

Weapons fitted in anti-aircraft mounts may not fire at all if the vehicle moved, and preclude the use of any other weapons on the vehicle in the turn that they fired, unless they are fitted to a war machine.

## FLYER WEAPONS CHART

WEAPONS	Range	Str	AP	Type	Points cost
Bomb	G48"	4	6	Heavy 1 Blast	5 pts
Big Bomb	G12"	6	4	Ordnance	20 pts
Rocket	Unlimited	8	3	Heavy 1	10 pts
Smart Bomb	-	-	-	-	+50% cost

**Orbital Landers:** If a flyer is given the Orbital Lander upgrade then it will fly down from orbit to land on the battlefield, a bit like the space shuttle. When the flyer arrives it makes an attack run just like any other flyer. However, rather than firing its weapons it is allowed to land on the table. If it chooses to land it may not shoot.

While landed a flyer can't move but may shoot like a normal vehicle. It may not use bombs or rockets while landed! Assuming it has a transport capacity, then any passengers may disembark, and new passengers may embark into the flyer using the normal rules. If the flyer is fired upon while landed then the enemy roll to hit normally; they don't have to roll a 6 to hit a landed flyer.

A landed flyer may take off again in any enemy turn, after the enemy has had their Shooting phase. A landed flyer then takes off immediately and leaves the table in the same manner as if it were completing an attack run (i.e., it flies off the table in a straight line).

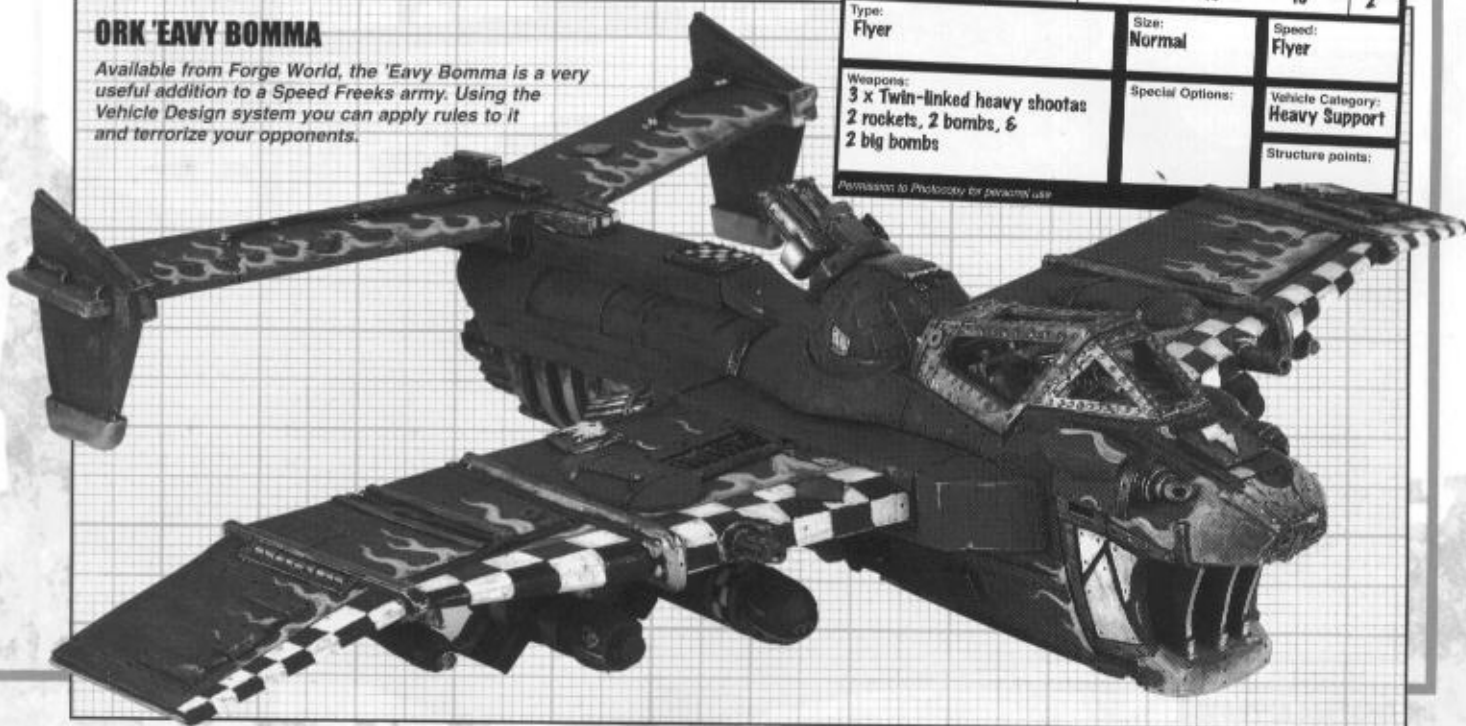
## VEHICLE DATAFAX

Name	Points/Model	Front Armor	Side Armor	Rear Armor	BS
<b>Eavy-Bomma</b>	<b>184</b>	<b>10</b>	<b>10</b>	<b>10</b>	<b>2</b>
Type: <b>Flyer</b>	Size: <b>Normal</b>		Speed: <b>Flyer</b>		
Weapons: <b>3 x Twin-linked heavy shootas 2 rockets, 2 bombs, &amp; 2 big bombs</b>		Special Options:		Vehicle Category: <b>Heavy Support</b>	
				Structure points:	

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## ORK 'EAVY BOMMA

Available from Forge World, the 'Eavy Bomma is a very useful addition to a Speed Freeks army. Using the Vehicle Design system you can apply rules to it and terrorize your opponents.



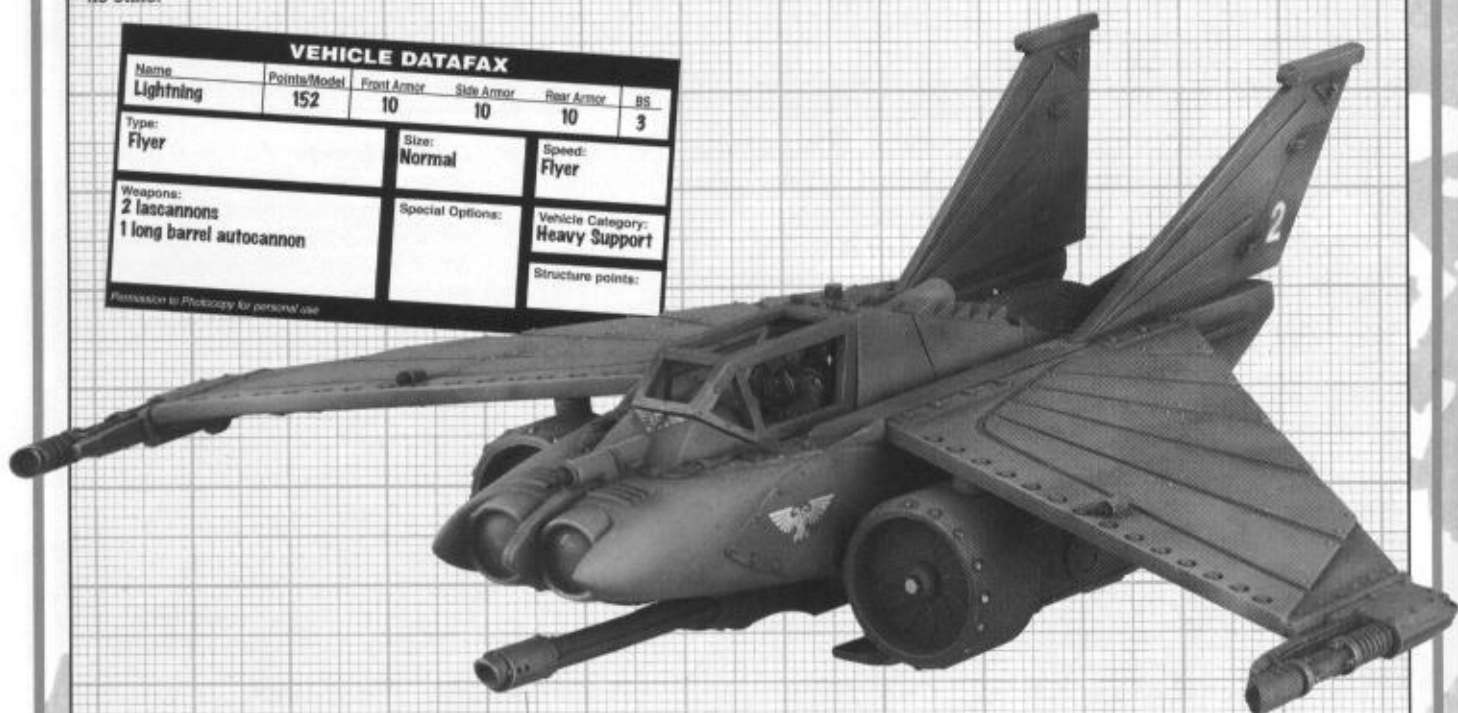


## IMPERIAL FIGHTER – THE LIGHTNING

Also available from Forge World, the Lightning Imperial Fighter is a must to keep enemy aircraft off your army, plus you can use it to strafe the enemy. We used the Vehicle Design system to work out its stats.

VEHICLE DATAFAX					
Name	Points/Model	Front Armor	Side Armor	Rear Armor	BS
Lightning	152	10	10	10	3
Type:					
Flyer					
Size:					
Normal					
Speed:					
Flyer					
Weapons:					
2 lascannons 1 long barrel autocannon					
Special Options:					
Vehicle Category:					
Heavy Support					
Structure points:					

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## SUPER-HEAVY TANK – BANEBLADE

Available from Forge World, the Baneblade is a formidable model. With the Vehicle Design system you can apply rules to it and dominate the battlefield.

VEHICLE DATAFAX					
Name	Points/Model	Front Armor	Side Armor	Rear Armor	BS
Baneblade	634	14	13	12	3
Type:					
Tank					
Size:					
War Machine					
Speed:					
Lumbering					
Weapons:					
3 Twin linked heavy bolters, 2 lascannons, 1 demolisher cannon, 1 mega-battle cannon 6 co-axial autocannon					
Special Options:					
Vehicle Category:					
War Machine					
Structure points:					
3					

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